

PEMBUATAN GAME “MOVE THAT PLANE” MENGUNAKAN MARKER DENGAN WEBCAM

Adrian Lewis Haris ¹⁾ Jeanny Pragantha ²⁾ Rendi Kristyadi ³⁾

¹⁾ Teknik Informatika Universitas Tarumanagara

Jl. Letjen S. Parman No.1, Jakarta

email : jetrian@yahoo.com ¹⁾ jeanny11440@yahoo.com ²⁾ rendi@altermyth.com ³⁾

ABSTRACT

“Move That Plane” game is created using Unity 3D. “Move that plane” featured a war with aliens in the distant future. Players are conditioned as a pilot and part of the army that has been tasked to save the world. There are components that become elements of games such as enemy, item, and environment. Testing is done with questionnaires filled out by 20 respondents. The obtained results in the form is an increase of design and add more variety for enemy and player plane.

Key words

Android, Marker, Move That Plane, shoot ‘em up, Unity 3D, Webcam.